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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Modeling layout tools to derive forward estimates of area and delay at the RTL level](#)

Donald S. Gelosh, Dorothy E. Steliff

July 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**,

Volume 5 Issue 3

Full text available: pdf(278.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Forward estimates of area and delay facilitate effective decision-making when searching the solution space of digital designs. Current estimation techniques focus on modeling the layout result and fail to deliver timely or accurate estimates. This paper presents a novel approach to deriving these area and delay estimates at the RTL level by modeling the layout tool, rather than the layout result. This approach uses machine learning techniques to capture the relationships between general des ...

**Keywords:** VLSI CAD, estimation, estimation techniques, layout, machine learning**2** [Integrating causal reasoning at different levels of abstraction](#)

Eva Hudlicka, Kevin Corker

June 1988 **Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1**Full text available: pdf(655.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we describe a problem-solving system which uses a multi-level causal model of its domain. The system functions in the role of a pilot's assistant in the domain of commercial air transport emergencies. The model represents causal relationships among the aircraft subsystems, the effectors (engines, control surfaces), the forces that act on an aircraft in flight (thrust, lift), and the aircraft's flight profile (speed, altitude, etc.). The causal relationships are represented at ...

**3** [Level of detail: Visual attention-based polygon level of detail management](#)

Ross Brown, Luke Cooper, Binh Pham

February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia**Full text available: pdf(4.11 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Modern real-time graphics systems are required to render millions of polygons to the screen per second. However, even with this high polygon rendering bandwidth, there are still


applications which tax this rendering capability. We introduce in this paper a technique which adaptively allocates polygons to objects in a scene according to their visual importance. It is expected that using this technique, an improvement in the perceptual quality of a rendered image should result, for the same overall ...

**Keywords:** level of detail management, real-time graphics, visual attention

4 Real-time, continuous level of detail rendering of height fields

Peter Lindstrom, David Koller, William Ribarsky, Larry F. Hodges, Nick Faust, Gregory A. Turner

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**


Full text available:  [pdf\(1.09 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 Special section: Reasoning about structure, behavior and function

B. Chandrasekaran, Rob Milne

July 1985 **ACM SIGART Bulletin**, Issue 93

Full text available:  [pdf\(5.13 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#)

The last several years' of work in the area of knowledge-based systems has resulted in a deeper understanding of the potentials of the current generation of ideas, but more importantly, also about their limitations and the need for research both in a broader framework as well as in new directions. The following ideas seem to us to be worthy of note in this connection.

6 A little knowledge goes a long way: knowledge-based derivations and correctness proofs for a family of protocols

Joseph Y. Halpern, Lenore D. Zuck

July 1992 **Journal of the ACM (JACM)**, Volume 39 Issue 3

Full text available:  [pdf\(2.20 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


A high-level, knowledge-based approach for deriving a family of protocols for the sequence transmission problem is presented. The protocols of Aho et al. [2, 3], the Alternating Bit protocol [5], and Stenning's protocol [44] are all instances of one knowledge-based protocol that is derived. The derivation in this paper leads to transparent and uniform correctness proofs for all these protocols.

**Keywords:** reasoning about knowledge

7 Art-based rendering with continuous levels of detail

Lee Markosian, Barbara J. Meier, Michael A. Kowalski, Loring S. Holden, J. D. Northrup, John F. Hughes

June 2000 **Proceedings of the 1st international symposium on Non-photorealistic animation and rendering**

Full text available:  [pdf\(2.00 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** graftals, non-photorealistic rendering, procedural textures, strokes

**8** Introducing Ada 9X

John Barnes

November 1993 **ACM SIGAda Ada Letters**, Volume XIII Issue 6Full text available:  [pdf\(4.39 MB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)**9** Incremental program testing in a very high level language

B. M. Leavenworth

October 1976 **Proceedings of the annual conference**Full text available:  [pdf\(353.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A testing and debugging methodology is presented which exploits the following properties of very high level languages: functionality, single assignment property, locality of reference, and aggregate operations. The approach is based on incremental construction of a program with testing and debugging in parallel using a graphic display and light pen. It is shown how these properties allow execution of arbitrarily small phrases of the program to obtain aggregate values. The emphasis on data f ...

**10** Peripherality based level of detail switching as a visualization enhancement of high-risk simulations

Gerald Pitts, Daniel Cornell

February 1999 **Proceedings of the 1999 ACM symposium on Applied computing**Full text available:  [pdf\(949.12 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**11** Systematically derived instruction sets for high-level language support

Pradip Bose, B. R. Rau, M. S. Schlansker


April 1982 **Proceedings of the 20th annual Southeast regional conference**Full text available:  [pdf\(729.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Conventional machine-languages (instruction sets) were not designed with high-level languages (HLLs) in mind. The resulting semantic gap is known to cause significant inefficiencies in program representation and execution time. Direct interpretation of HLLs is not the solution, because it is too complex and inefficient. The alternative is to precede the interpretation phase by a compilation phase in which the HLL is translated to a "suitable" intermediate representation which is directly interpreted ...

**Keywords:** compilation, directly interpretable languages, high-level languages, instruction set design, interpretation, semantic gap, space-time efficiency, syntax and semantics

**12** Derive: a tool that automatically reverse-engineers instruction encodings

Dawson R. Engler, Wilson C. Hsieh

January 2000 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN workshop on Dynamic and adaptive compilation and optimization**, Volume 35 Issue 7Full text available:  [pdf\(1.07 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many binary tools, such as disassemblers, dynamic code generation systems, and executable code rewriters, need to understand how machine instructions are encoded. Unfortunately, specifying such encodings is tedious and error-prone. Users must typically specify thousands of details of instruction layout, such as opcode and field locations values, legal operands, and jump offset encodings. We have built a tool called DERIVE that extracts these details from existing software: the system assemble ...



### 13 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**


Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

### 14 Semantic database modeling: survey, applications, and research issues

Richard Hull, Roger King

September 1987 **ACM Computing Surveys (CSUR)**, Volume 19 Issue 3

Full text available:  pdf(5.42 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Most common database management systems represent information in a simple record-based format. Semantic modeling provides richer data structuring capabilities for database applications. In particular, research in this area has articulated a number of constructs that provide mechanisms for representing structurally complex interrelations among data typically arising in commercial applications. In general terms, semantic modeling complements work on knowledge representation (in artificial int ...

### 15 Query evaluation techniques for large databases

Goetz Graefe

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Full text available:  pdf(9.37 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

**Keywords:** complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

### 16 Verifying Security

Maureen Harris Cheheyl, Morrie Gasser, George A. Huff, Jonathan K. Millen

September 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 3

Full text available:  pdf(4.68 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 17 Two FORTRAN packages for assessing initial value methods

W. H. Enright, J. D. Pryce


March 1987 **ACM Transactions on Mathematical Software (TOMS)**, Volume 13 Issue 1

Full text available:  [pdf\(1.86 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We present a discussion and description of a collection of FORTRAN routines designed to aid in the assessment of initial value methods for ordinary differential equations. Although the overall design characteristics are similar to those of earlier testing packages [2,6] that were used for the comparison of methods [5,7], the details and objectives of the current collection are quite different. Our principal objective is the development of testing tools that can be used to assess the efficie ...

### 18 Special issue: AI in engineering


D. Sriram, R. Joobhani

January 1985 **ACM SIGART Bulletin**, Issue 91Full text available:  [pdf\(8.79 MB\)](#)Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

### 19 Rendering: Integration of geomorphing into level of detail management for realtime rendering

Christopher Zach

April 2002 **Proceedings of the 18th spring conference on Computer graphics**Full text available:  [pdf\(1.75 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Realtime rendering of scenes with discrete levels of detail (LOD) often suffers from noticeable visual changes between successive frames. We propose geomorphing to obtain smoother animations while retaining guaranteed frame rates. Our level of detail management calculates a set of representations, that are well suited for some future time interval according to the predicted motion of the user. Thus, the rendering system has enough time to change the representations smoothly to the desired level o ...

**Keywords:** flyover setting, geomorphing, realtime rendering

### 20 System modeling: Deriving process networks from weakly dynamic applications in system-level design

Todor Stefanov, Ed Deprettere




October 2003 **Proceedings of the 1st IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis**Full text available:  [pdf\(159.63 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present an approach to the automatic derivation of executable Process Network specifications from Weakly Dynamic Applications. We introduce the notions of Dynamic Single Assignment Code, Approximated Dependence Graph, and Linearly Bounded Sets to model and capture weakly dynamic (data-dependent) behavior of applications at the task-level of abstraction. Process Networks are simple parallel processing models that match the emerging multi-processor architectures in the sense that the mapping of ...

**Keywords:** Kahn process networks, heterogeneous embedded systems, system-level design, weakly dynamic applications

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